

ASARI ENDOU & MARUINO QUESTION TIME

How did Detick Bell even manage to pass a Clamberry test with her stats and magic?

Asari Endou: It's actually quite simple. Bell could easily find information about other test members' locations using her magic. She'd probably try to attack them, then she'd probably fail cause she's so bad at fighting, but then the other Magical Girls would know where they live, and so Bell would never have to fight them in the first place. Kinda like Snow White. Needless to say, Clamberry was disappointed.

Pukin's Sword, 7753's Goggles, Patricia's Handcuffs. Their items are their Magical Skill, so if you steal them, do you have their Magical Skill?

Asari Endou: Some Magical Girls have a physical Magical Skill, and some have items like those three. If you somehow manage to steal them (or loot them if they died), then yes, you can use their Magical Items. Though, it won't be as intuitive to you as it is to the original owner, and it's like trying to figure out something without an instruction manual. Of course, there are Magical Items that only work in conjunction with a Magical Girl's powers, for example, Ruler and her scepter only work with each other. You can steal her scepter, but you won't be able to use it, because you don't have her power.

What's your favorite scene in the series?

Asari Endou: Pechika's death scene. I cried when I wrote it, then when I read it, I got angry at Melville for killing her, then I realized I was the one that wrote it, so I got angry at myself, but I put it in anyway.

Do La Pucelle and Snow White love each other?

Asari Endou: When you meet someone who loves Magical Girls like you, sometimes the gentle breeze of love may blow in your direction. Ah... young love.

What's your favorite name, and what's the most annoying name to think of?

Asari Endou: My favorite name to come up with was Yumenoshima Genopsycho because it was so flashy. The most annoying name to come up with was Uttakatta. At first, I wanted to name her “Buku-Buku Tan” (Blowy Blowy). Then the editor gave me this weird look and was like “What kind of name is this?” Now imagine weeks of sending in a name for a bubble girl, and finally we stuck with Uttakatta.

What accent is Melville speaking in?

Asari Endou: When you live in the mountains and hunt bears and boars for a living, and you travel like a nomad, you pick up a variety of accents. Since she doesn’t actually hang around people that much, she probably has a mixture of them. She’s probably shy cause people always pointed out her accent. Maybe that’s why she’s so quiet?

How durable is a Magical Girl?

Asari Endou: Durability depends on the Magical Girl. Just like people, there’s no set “only this can hurt a Magical Girl”. Extremely weak Magical Girls may be hurt by a mine explosion, stronger ones will just shrug it off. It depends on their biology, equipment, and individual strengths. You could try dipping them in lava or acid then asking when it hurts though. I doubt it’ll work in Genopsycho with her suit. Still, a Magical Girl isn’t invincible, and there will be a point where they can be hurt. It’s just that point is ridiculously high, but variable.

Why do children die in this story?

Asari Endou: Once you become a Magical Girl, you’re on equal footing and all bets are off. If you’re a young child and not as experienced at fighting than other adults, then you could die. Of course, there’s fighting, backstabbing, outsmarting. Plenty of ways you can survive...

...And no, I don’t hate kids.

What was the hardest character to design?

Maruino: The Pure Elements. When I think of the word “Pure Elements” I was stumped. First I tried making them have a similar design, with all white dresses for being “Pure”. I went with a lot of designs before I was happy with the final result. Unique, but also matching.

How do you decide Character Designs and Story? Have you ever thought “Oh she looks nice, I think I won’t kill her”

Asari Endou: I write the story first, then when it’s all done, I submit design ideas for Maruino, so their fates are sealed at that point. Sometimes Maruino will mess with me and design a super pretty super cute Magical Girl for the one that dies first (...Nemurin). Unfortunately, I’ve already made the story decision, so I can’t take it back (NEMURIN!!!).

Have I told you that my favorite character is Nemurin, by the way? She’s so comfy.

What is your dream pair for Magical Girls

Asari Endou: I always run away at this question, but okay, here goes... Magicaloid 44 and Shadow Gale would be unstoppable (‘kay BYEEE)

Maruino: Snow White and Marika Fukuroi, because Snow would just get a headache. That’d be funny.

Can you give us an example of the design process?

Asari Endou: Yes. I tell Maruino what to design, and then she draws the whole entire thing.

Maruino: No, it’s true. Here, this is exactly what he told me when I was designing Lapis Lazuline.

Interviewer: “Blue Girl”? Just that?

Asari Endou: Yes. Blue Girl. This is true, she is a blue girl.

Maruino: I made her look pretty. Same goes for the other girls.

Were there any characters that had their fates changed during the draft process?

Asari Endou: Yes. Pfle was supposed to die in Restart, Lazuline was supposed to be a survivor.

Interviewer: Why the change?

Asari Endou: Because after writing up the first draft, I then thought about... “now where do I take the story?” It seemed too... book-end. Something felt off. I asked my colleagues, my friends, and they took a look at my drafts.

They told me, “Hey, there’s a lot of ways you can take this Pflé character”, and then I saw it. Kind of like when you’re playing a Visual Novel with all the routes clear to you.

I saw that with Pflé, I could expand her character in so many ways, and I know where to take the story from there. To do that, she had to live in Restart.

Mind you, when I designed Restart the first time, Pflé was an antagonist, but people told me that the more interesting characters are the ones that do have a morally gray side.

Interviewer: Ah, so that’s why she’s so central

Asari Endou: I don’t want to spotlight a single character as being central, but she’s definitely a big player, and it looks like the ongoing story becomes smoother with her survival.

There’s a lot of dynamics with other characters at play that stems from Pflé’s actions, and I’ve got plans for how their character arcs will end.

In the end, I’m glad I asked for a second opinion.